

dunetpc - Task #20833

tag dunetpc v07_06_00

09/13/2018 02:19 PM - Christoph Alt

Status:	Closed	Start date:	09/13/2018
Priority:	Normal	Due date:	
Assignee:	David Adams	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
David,			
Please tag dunetpc v07_06_00.			
Christoph			

History

#1 - 09/13/2018 02:41 PM - Thomas Junk

Plases hold off a minute while I fix the raw tpc monitor

#2 - 09/13/2018 02:48 PM - Thomas Junk

Okay, I just set the pedestal to zero and checked that it compiled and pushed it. I ran it on an event and it's fine now. Good to go!

#3 - 09/13/2018 07:38 PM - David Adams

I am starting on this now.

#4 - 09/14/2018 04:58 AM - David Adams

The slf6 dbg build is failing with this error:

```
/dune/Geometry/gdml/lbne4apa36deg.gdml to /scratch/workspace/dune-release-build/BUILDTYPE/debug/QUAL/e17/label1/swarm/label2/SLF6/temp/build_slf6.x86_64/dunetpc/gdml/lbne4apa36deg.gdml
[ 5%] Built target +dunetpc+gdml+lbne4apa36deg.gdml
Scanning dependencies of target +dunetpc+gdml+dune35t4apa_v4_nowires.gdml
CMakeFiles/RegCVNFunc.dir/RegCVN_TF_Graph.cc.o: In function `Eigen_tf::internal::(anonymous namespace)::get_random_seed()':
/cvmfs/larsoft.opensciencegrid.org/products/tensorflow/v1_3_0d/Linux64bit+2.6-2.12-e17-debug/include/eigen/unsupported/Eigen_tf/CXX11/src/Tensor/TensorRandom.h:52: undefined reference to `clock_gettime'
collect2: error: ld returned 1 exit status
make[2]: *** [dunetpc/lib/libRegCVNFunc.so] Error 1
make[1]: *** [dunetpc/dune/RegCVN/func/CMakeFiles/RegCVNFunc.dir/all] Error 2
make[1]: *** Waiting for unfinished jobs....
[ 5%] Copying /scratch/workspace/dune-release-build/BUILDTYPE/debug/QUAL/e17/label1/swarm/label2/SLF6/temp/srcs/dunetpc/dune/Geometry/gdml/dune35t4apa_v4_nowires.gdml to /scratch/workspace/dune-release-build/BUILDTYPE/debug/QUAL/e17/label1/swarm/label2/SLF6/temp/build_slf6.x86_64/dunetpc/gdml/dune35t4apa_v4_nowires.gdml
[ 5%] Linking CXX shared library ../../../../lib/libdune_DuneCommon_Tool_FclRunDataTool_tool.so
```

Any ideas on who might look into this?

All the other slf builds are find and I am going to go ahead and install those.

#5 - 09/14/2018 07:06 AM - David Adams

The e17 builds (excepts slf6-dbg) are installed.

#6 - 09/14/2018 11:18 AM - Tingjun Yang

Ilsoo is looking into the tensorflow issue.

#7 - 09/14/2018 11:53 AM - Tingjun Yang

Adding Lynn for consultation.

Google tells me clock_gettime() is defined in the "Real Time" shared library (-lrt). Somehow we are not using it in the debug build?

#8 - 09/14/2018 12:12 PM - David Adams

Another problem: The manifests for this build use the version of artdaq_core declared in larsoft instead of the version declared in dunetpc. I have modified our manifests to use the dunetpc version and Tom is fixing the build script.

But maybe we need both? Or maybe we should not have this inconsistency? Lynn, can you advise?

#9 - 09/14/2018 12:31 PM - Ilsoo Seong

I found a solution. It seems this issue has been solved in the `larreco`. Basically, I need to add the following options to fix the error with `slf6`.

```
if( DEFINED ENV{TensorFlow_DIR} )
# find tensorflow library
find_ups_product( protobuf )
find_ups_product( tensorflow )
cet_find_library(TensorFlow NAMES tensorflow-core PATHS ENV TensorFlow_LIB NO_DEFAULT_PATH )
cet_find_library(Protobuf NAMES protobuf PATHS ENV Protobuf_LIB NO_DEFAULT_PATH )
# This is a hack for a broken tensorflow link, which
# requires -lrt for glibc earlier than 2.17 (i.e. SLF6)
# We take advantage of OSTYPE defined by cetbuildtools
if ( "${OSTYPE}" MATCHES "slf6" )
    set(FOR_TensorFlow "-lrt")
endif ()
endif ()
```

So, I will commit the updated version.

#10 - 09/14/2018 12:42 PM - Tingjun Yang

I confirm I had no problem building the debug version on my sl7 desktop.

Ilsoo Seong wrote:

I found a solution. It seems this issue has been solved in the `larreco`. Basically, I need to add the following options to fix the error with `slf6`.
[...]
So, I will commit the updated version for the next round.

#11 - 09/14/2018 12:55 PM - David Adams

Tingjun:

The sl7 build did not fail. Only sl6.

#12 - 09/14/2018 01:14 PM - Ilsoo Seong

I checked it the v07_06_00 with slf6 prof and debug after fixing the issue and it compiled without errors. I committed the updated version.

#13 - 09/14/2018 01:22 PM - David Adams

- Status changed from New to Closed

Builds have been installed (after patching manifests) for all c2 platforms.

Although it is not clear to me if we should have multiple artdaq_core dependencies, I am closing this report.